

CLEAN COPY OF AMENDED CLAIMS

1. (thrice amended) A method for playing a casino game comprising:

receiving a wager for the casino game,

playing an underlying game of chance in the casino game,

awarding payoffs when play of the underlying game of chance results in a winning combination,

E1
playing a knowledge-based bonus game in the casino game using answers from a player when a bonus condition occurs in the underlying game, playing the knowledge-based game after playing the game of chance without any intervening game which would affect the payoff of the game of chance, the play of the knowledge-based game having a bonus payoff separate from the payoffs awarded in the play of the underlying game of chance so that the entitled payoffs are made for the underlying game regardless of the outcome of the knowledge-based game, the combined play of both the knowledge-based bonus game with the underlying game of chance over time having a house advantage for the casino game within a predetermined range, the predetermined range having set limits based on the correctness of the answers and the wager.

E2
4. (amended) The method of claim 1 further comprising the step of restarting the play of the underlying game of chance when the play of the knowledge-based bonus game is over.

E3
5. (twice amended) The method of claim 1 wherein the bonus condition is one of the following: the appearance of a bonus symbol in the step of playing of the underlying game of chance or a random number of wagers received in the step of receiving.

6. (twice amended) The method of claim 1 the bonus condition occurs unrelated to the play of the underlying game of chance, the bonus condition being one of the following: the timing out

of a random timer in the play of the underlying game of chance or an appearance of a number in a random roll of dice after the play of the underlying game of chance.

E3 7. (twice amended) The method of claim 1 wherein the bonus condition occurs at a known frequency.

8. (twice amended) The method of claim 1 wherein the bonus condition is randomly chosen at a known frequency.

19. (amended) A method for playing a combined knowledge-based bonus game with an underlying casino game of chance, the method comprising:

receiving a wager,

playing the underlying casino game of chance,

stopping play of the underlying casino game of chance,

paying the player when a winning combination occurs in the underlying casino game of chance,

E4 playing the knowledge-based bonus game when the underlying casino game of chance is stopped and a bonus condition occurs in the underlying game, the steps of playing the knowledge-based game at least comprising:

(a) providing at least one query to the player in the knowledge-based game,

(b) receiving at least one answer from the player in response to the provided at least one query,

(c) paying the player based upon the at least one answer by the player,

(d) paying the player the entitled payoff of the underlying game regardless of the outcome of the knowledge-based game.

(e) playing the knowledge-based game after playing the game of chance without any intervening game which would affect the payoff of the game of chance,

providing a house advantage within a predetermined range for the combined knowledge-based bonus game and underlying casino game, the predetermined range having a set limit based at least upon all answers to all queries in the knowledge-based game are always correct and the wager.

24. (amended) The method of claim 19 wherein the step of playing the player further comprises:

paying the player a first amount when the player correctly answers the at least one query,
paying the player a second amount when the player incorrectly answers the at least one query.

25. (twice amended) A method for playing a combined knowledge-based bonus game with an underlying casino game of chance, the method comprising:

playing the underlying casino game of chance,

awarding payoffs when play of the underlying game of chance results in a winning combination,

playing the knowledge-based bonus game when play of the underlying game of chance stops and a bonus condition occurs in the underlying game, the play of the knowledge-based bonus game being separate from the underlying casino game of chance so that the entitled payoffs are made for the underlying game regardless of the outcome of the knowledge-based game, playing the knowledge-based game after playing the game of chance without any intervening game which would affect the payoff of the game of chance,

the steps of playing the knowledge-based game at least comprising:

- (a) providing at least one query to a player in the knowledge-based game,
- (b) receiving at least one answer from the player in response to the provided at least one query,
- (c) paying the player based upon the at least one answer received,

the separate play of the knowledge-based bonus game with the underlying casino game having a house advantage in a range from a first set limit based on all answers to all queries are correct to a second set limit based on all answers to all queries are guessed.

27. (amended) The method of claim 25 wherein the step of playing the knowledge-based bonus game is based upon the bonus condition related to the play of the underlying casino game.

E7 28. (amended) The method of claim 25 wherein the step of playing the knowledge-based bonus game is based upon the bonus condition occurring unrelated to the play of the underlying casino game of chance game.

E8 29. (twice amended) The method of claim 25 wherein the step of playing the knowledge-based bonus game is randomly chosen at a known frequency.

E9 30. (amended) The method of claim 25 wherein the step of playing the knowledge-based bonus game is randomly chosen at a known frequency.

42. (twice amended) A method for a casino game comprising:

- E10 providing a first game of chance,
- paying the player a payoff when a winning combination results in the game of chance,
- providing a second knowledge-based game,

playing the first game of chance having a positive house advantage,
stopping play of the first game of chance when a bonus condition occurs in the first
game of chance,

playing the second knowledge-based game using answers from a player when the
first game is stopped, paying the player the entitled payoff of the underlying game
regardless of the outcome of the knowledge-based game,

playing the knowledge-based game after playing the game of chance without any
intervening game which would affect the payoff of the game of chance,

providing a house advantage within a predetermined range for the combined
second knowledge-based game and the first game of chance wherein the predetermined
range has had a minimum house advantage based upon all answers to all queries in the
second knowledge-based game being correct, and a substantial portion of the range being
a positive house advantage.

43. (amended) The method of claim 42 further comprising the step of returning to the
play of the first game of chance when the play of the second knowledge-based game is
over.

E1) 44. (amended) The method of claim 42 wherein the first game of chance is a slot
game.

45. (amended) The method of claim 42 wherein the step of stopping the first game of
chance is based upon a condition occurring in the play of the first game of chance.

46. (amended) The method of claim 42 wherein the step of stopping the first game of
chance is based upon a condition occurring unrelated to the play of the first game of
chance.

E12 49. (amended) The method of claim 42 wherein the upper limit of the house advantage range is based upon all answers to all queries in the second knowledge-based game always being guessed at.

55. (amended) The method of claim 50 wherein the step of paying the wager for the second knowledge-based game further comprises :

E13 paying a first amount when the correct answer is provided for the at least one query,

paying the second amount when the incorrect answer is provided for the at least one query.

E14 57. (amended) The method of claim 42 wherein the step of playing the second knowledge-based game provides only one query.

58. (amended) The method of claim 42 wherein the step of playing the second knowledge-based game provides at least one query.

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